

[www.bitstripsforschools.com](http://www.bitstripsforschools.com)

This hand-out can be used with an overhead projector for teaching purposes.

**Step 1: Select the Comics tab**

- Select the **Comics** tab
- Select the **Make a Comic** tab

**Step 2: Select the Layout Tab**

- Select the **Layout** Tab
- Click Here to select colors
- Clicking on the tie will break it and allow you to color the sky and ground independently
- NOTE:** If there is an **X** in the box then the color will be applied to ALL of the panels

**Step 3: Choose a layout for your comic strip from the layout menu**

- Choose a layout for your comic strip from the layout menu
- Add a Colored Border around your comic by selecting a color
- Add a Title by selecting 'Title of Strip' and typing in your own title

**Adding background color to panels**

- To add a color background to the panels select a color for Sky or Ground
- To color each panel individually, uncheck "color all panels"
- Select the panel that you want to color and choose a color from the Sky or Ground color chart

**Step 4: Art Library**

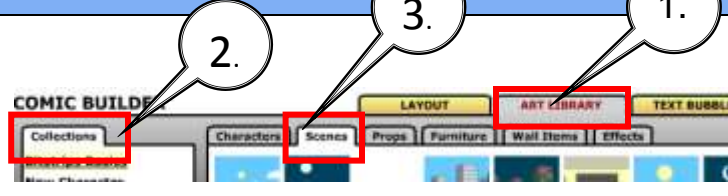
COMIC BUILDER

Collections: Bitstrips Basics, New Character, My Characters, English 002

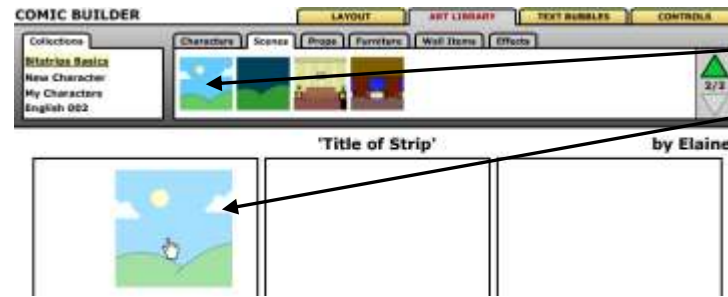
Characters, Scenes, Props, Furniture, Wall Items, Effects

**NOTE:** You may wish to have a Scene as your background rather than a color. Instructions to follow

## Building the Scene



1. Select the **Art Library** tab
2. Under the **Collections** tab choose **Bitstrips Basics**
3. Select the **Scenes** tab

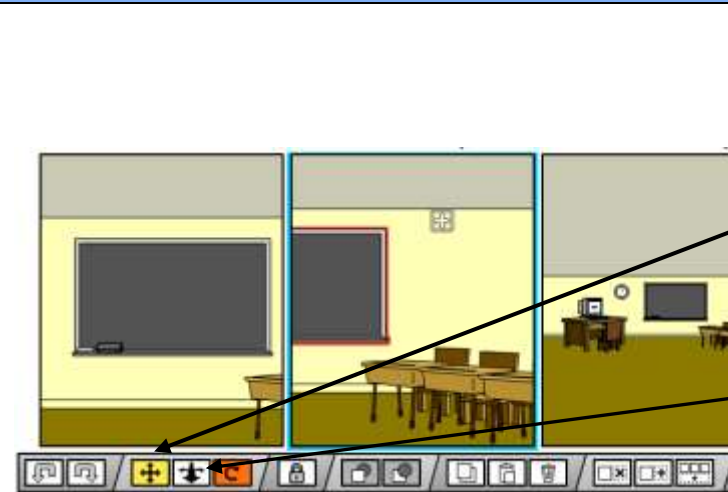


From the Scene menu, click and drag the scene within the panel.

**CAUTION:** If you move away from this page your work will be lost UNLESS you have SAVED it.



## Moving the Scene inside the panel



These 3 panels are all the same scene. The scene has been moved and scaled within the panel.

Moving the scene:



Select the **MOVE** button  
Click and drag the background to move the scene within the frame

Scaling the scene to be bigger or smaller



Select the **SCALE** button to enlarge or reduce the scene.

Click and drag upwards to reduce the size, drag downwards to enlarge.

### OTHER BUTTONS:



UNDO



MOVE IN-FRONT



REDO



MOVE BEHIND



ROTATE



COPY



LOCK



PASTE



Select **CLEAR PANEL** to delete the contents of the panel



**REMOVE PANEL**

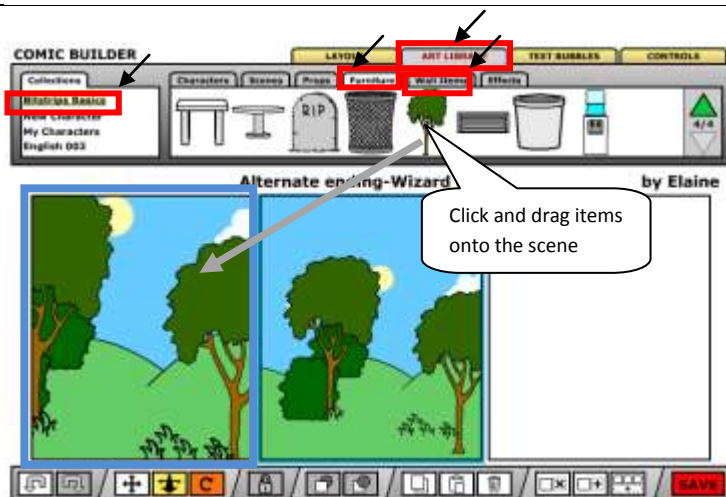
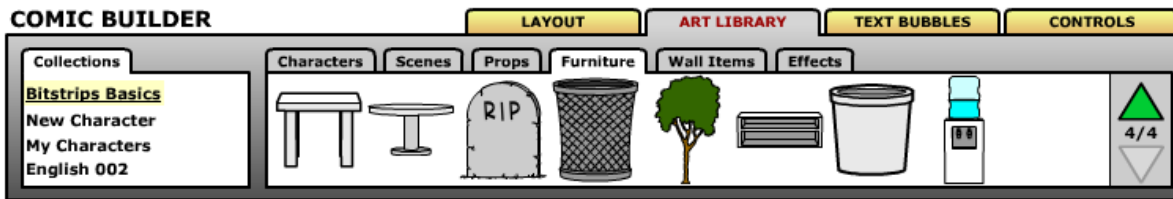







**ADD PANEL**



**ADD ROW**

## Inserting Furniture and Wall items



- ADD objects to your basic scene from the **PROPS**, **FURNITURE**, **WALL ITEMS** and **EFFECTS** libraries.
- Select the object and drag it onto the scene
- Now use the **SCALE** , **MOVE**  and **ROTATE**  buttons to place and resize the objects
- Objects can be **MOVED**  
IN-FRONT   
or **BEHIND**  other objects



### HINT

#### COPY AND PASTE SCENES

Create your scene in PANEL #1 and use the Copy and Paste buttons to copy Scene #1 to panel #2 and #3.

1. Select PANEL #1 -make sure that none of the objects inside are selected
2. When the frame is blue select the COPY icon.
3. Click inside PANEL #2 and click the PASTE BUTTON

Your scene should now be duplicated.

## ADDING CHARACTERS



To add a character to your comic:

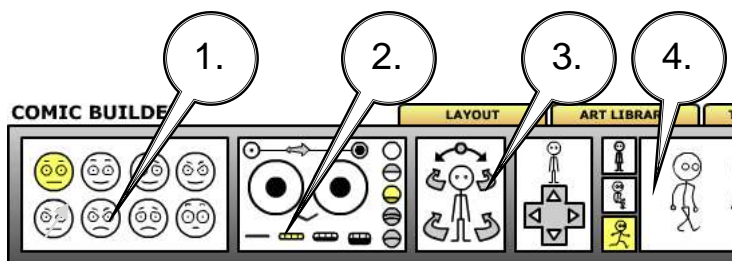
- Click any character and drag it into the panel

**Bitstrips Basics** – Library of characters that come with the program

**New Character** – You can create a new Character to insert into your comic

**My Characters** – Library of characters that you have created

**English 002** – (The name of your Bitstrips Class will be here) – Library of characters created by members in your Bitstrips class



Alternate ending-Wizard of OZ



Double click on the character to bring up the control menu

**Changes made to witch**

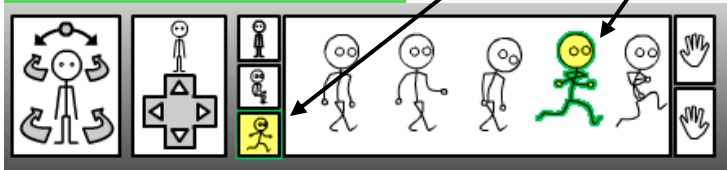
1. Change facial expression to show emotion
2. Add teeth to mouth
3. Rotate head  
Rotate body
4. Add movement to character
  - Select hand position
  - Get Broom from Props library
  - Rotate Broom and move into position
  - Get smoke from the Effects library

**SAVE**



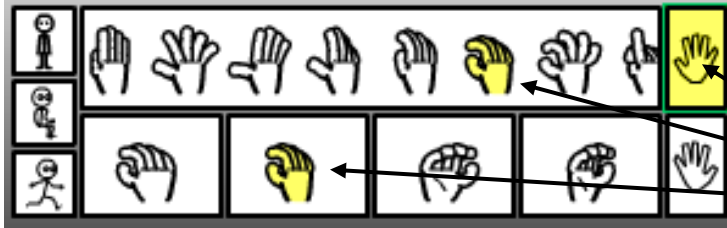
Positioning this Character






- Double click on the character to bring up the control menu
- Rotate the head to the right by clicking here once
- Rotate the body to the right by clicking here once
- Select a body stance
- Select a body position



Changing Hands

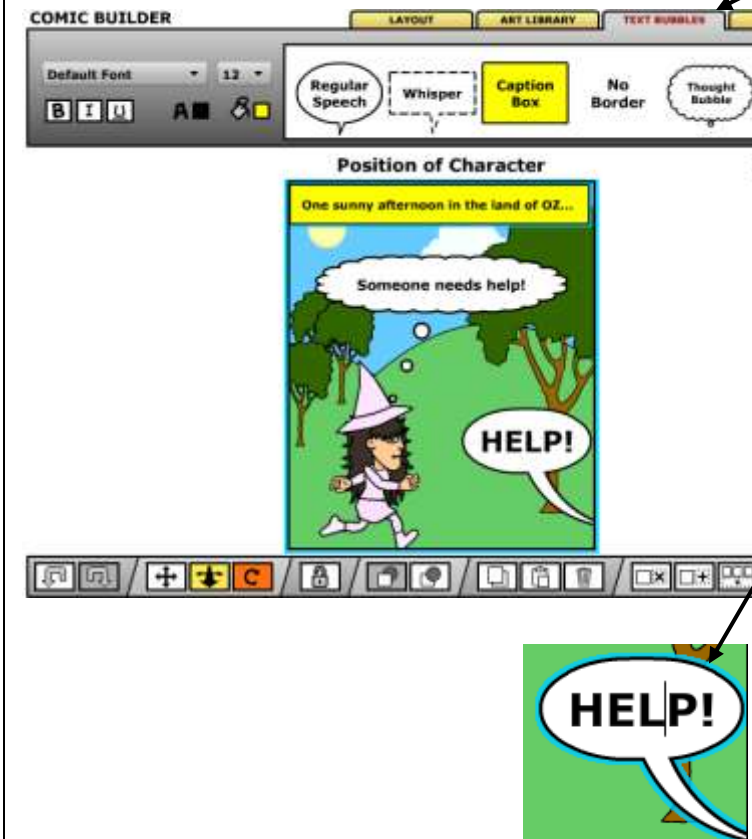
- Select right or left hand
- Select position of fingers
- Select rotation of hand





- Now use the **SCALE** , **MOVE**  and **ROTATE**  buttons to place and resize the Character
- Characters can be **MOVED** **IN-FRONT**  or **BEHIND**  other objects



## Adding Text Bubbles



- Click on the TEXT BUBBLES tab
- Select a text bubble and drag it onto the comic
- Position the bubble into place 
- The TEXT BUBBLE can be made bigger or smaller using the Scale tool  (the Scale tool will also change the size of text within the bubble)
- Select the TEXT BUBBLE making sure that the outside edge is blue and use the word processing tools to enter and modify text.



## Alternate ending-Wizard of OZ

by Elaine

